ESPN

INTERNATIONAL

TRACK & FIELD™

EVERYONE

E

CONTENT RATED BY ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing Konami's Gradius III & IV. Please read the instruction manual before starting gameplay, then go ahead and enjoy the game! This manual will not be reissued, so please take care not to lose it.

For your Information, Gradius III & IV is an original product of Konami and Konami Computer Entertainment. The software copyrights and trademarks of this game are held jointly by both companies.

Disclaimer:

Konami has taken all steps to ensure this product reaches its customers in safe and proper working order. At the time of purchase, under normal play conditions, the customer acknowledges that with the there will be some minor differences .

WARNING

Gradius III & IV is an original game product created by Konami CO., LTD. and KONAMI COMPUTER ENTERTAINMENT TOKYO CO., LTD., which reserves all the copyrights, trademarks and other intellectual property rights with respect to this game. The exclusive distribution rights to the game are retained by KONAMI CO., LTD.

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CONTENTS

Thank you very much for purchasing **ESPN the Games™ INTERNATIONAL TRACK & FIELD**.

In order to more fully enjoy your game playing experience, we recommend that you thoroughly read this manual before playing.

This game is fictional. Any similarity between current organizations, groups, countries or individuals is purely coincidental.

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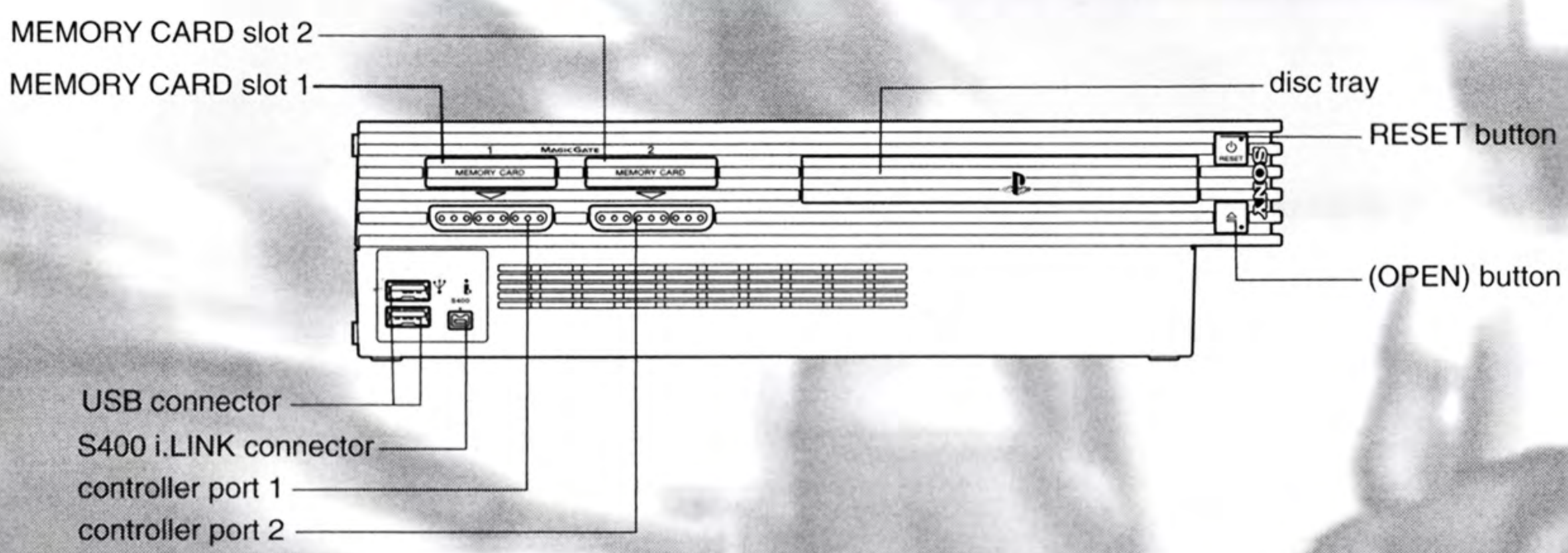
GETTING STARTED

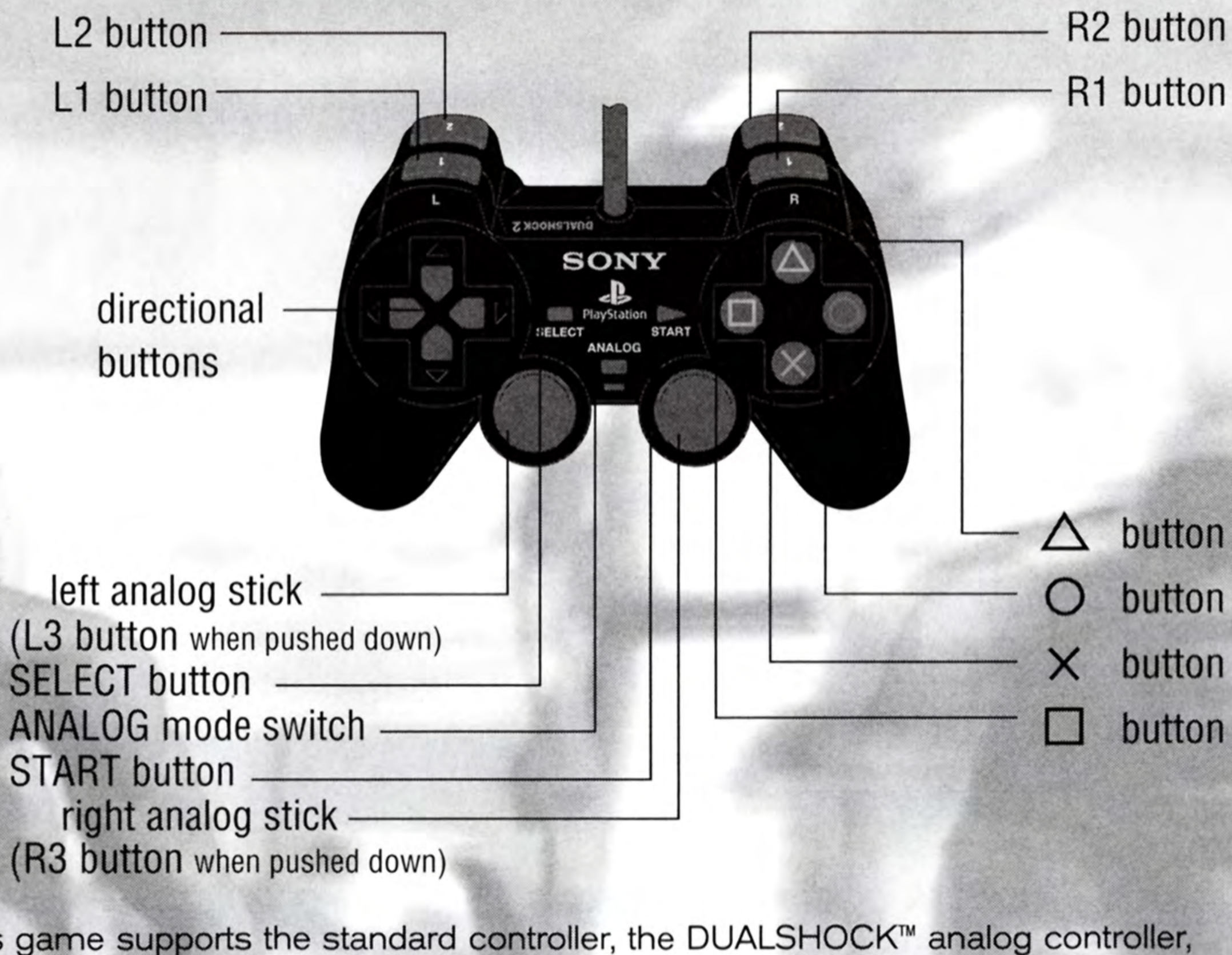


Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **ESPN the Games™ INTERNATIONAL TRACK & FIELD** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

CONTROLLER



This game supports the standard controller, the DUALSHOCK™ analog controller, and the DUALSHOCK™2 analog controller. For one player, the controller should be connected to Controller Port 1. For two players, the controllers should be connected to Controller Ports 1 and 2. (For more than 2 players, refer to page 5.)

DUALSHOCK™2 ANALOG CONTROLLER

Use the Analog Switch to switch between Analog and Digital Modes. If the red LED light is shining, both the left stick and Directional buttons can be used. If the LED light is off, only the Directional buttons can be used. The right stick is not used.

STANDARD CONTROLLER

All button functions on the standard digital controller are the same as for the analog controller. The Vibration function and left and right stick functions are not available on the standard controller.

VIBRATION FUNCTION

When "Vibration" in Option Mode is set to ON, the controller will vibrate in response to the player's movement (the controller will vibrate regardless of whether the LED light is ON or OFF). See page 7 for more information on Option Mode.

MENU CONTROLS

Directional buttons*	Select items/Move cursor
● button	Enter selections/Advance to next screen
X button	Cancel selections/Return to previous screen

* The left stick cannot be used to select items.

GAMEPLAY CONTROLS

■ (or X) + ▲ (or ●)*	Power (Run/Build up power) (Alternately tap the buttons, rapidly)
L1 (or L2) + R1 (or R2)**	Swim (press simultaneously)
L1 or L2	Action (Set an angle/Jump/Throw)
Directional buttons	Input commands
left stick	Move cursor in Trap Shooting event

* Perform these actions by alternating tapping one button from Group A and one button from Group B.

** Perform this action by alternately tapping one button from Group C and one button from Group D.

Group A	Group B
■, X	▲, ●
Group C	**Group D**
L1, L2	R1, R2

For more information on controls for specific events, see pages 12-21.

MULTI-PLAYER SETUP

Up to four people can compete at the same time using the Multitap (sold separately) for PlayStation®2.

When more than two players are competing simultaneously, you must connect a Multitap for PlayStation®2 to Controller Port 1 before turning on the console.

Next, connect Controller 1 to Controller Port 1-A on the Multitap for PlayStation®2, and the remaining controllers 2, 3, and 4 to ports 1-B, 1-C, and 1-D, respectively, on the Multitap for PlayStation®2.

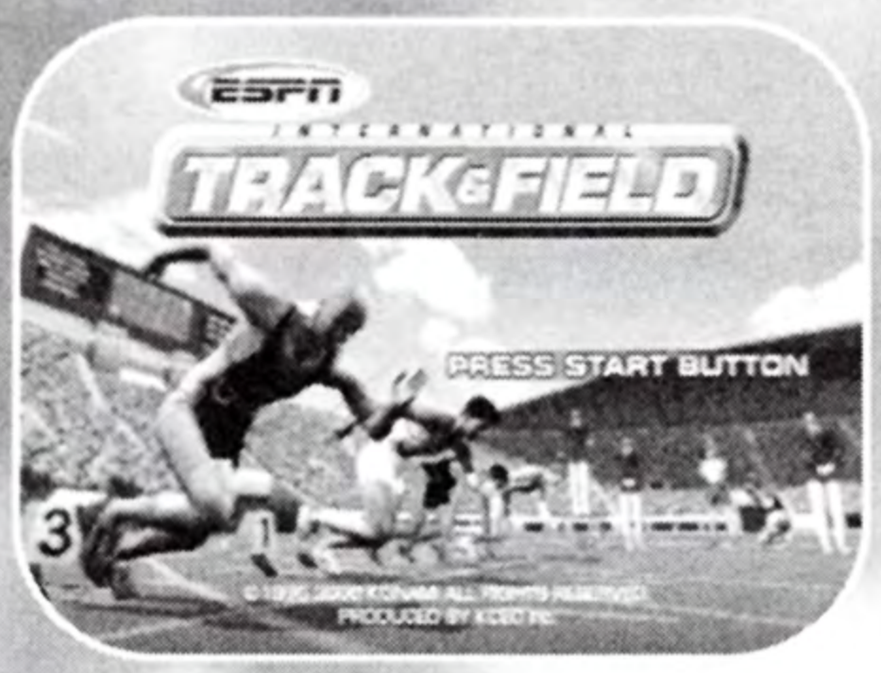
For more information on using the Multitap for PlayStation®2, refer to the Multitap for PlayStation®2 operating manual.

Caution: When using a memory card for PlayStation®2 (8 MB) during play with more than two players, please be sure the memory card for PlayStation®2 is correctly inserted in the Multitap for PlayStation®2 Memory Card Slot 1-A.

STARTING THE GAME

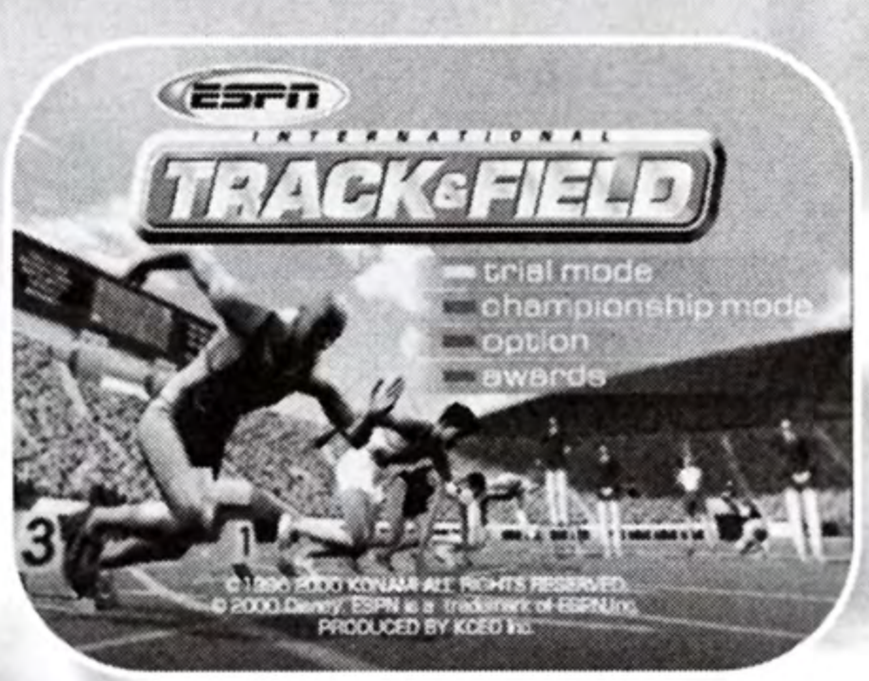
When the Title screen appears, press the START button to view the Mode Select screen.

If a memory card for PlayStation®2(8 MB) containing saved game data is inserted in Memory Card Slot 1 at startup, the game data will be loaded automatically. (See page 8 for how to save game data.)



CHOOSING A GAME MODE

On the Mode Select screen, use the Directional buttons to select a mode and press the ● button to enter your selection.



- CHAMPIONSHIP MODE: Select one of the 10 events and try to win a medal or set a new record. Up to four players can compete against each other simultaneously. See page 9.
- OPTION: Reconfigure game settings and save or erase game data. See page 7.
- AWARDS: View the best player scores, a record of medals won in each event, and the top five ranked athletes in each event. Use the Directional buttons to select an event and press the ● button to enter your selection.

SETTING OPTIONS

On the Mode Select screen, use the Directional buttons to select "Option" and press the ● button.

Press the Directional buttons ↑/↓ to select an option, and ←/→ to change the setting. Press the ● button to display a submenu.

- SAVE: Save current game data. See page 8.
- LOAD: Load saved game data. See page 8.
- AUTO SAVE: Set ON to save data automatically at the completion of a Championship Mode game.
- SOUND MODE: Adjust the game's music and sound effects settings, and choose the "Stereo" or "Mono" speaker setting. For music playback, select a track using the Directional buttons and press the ● button for playback. Press the ■ button to stop playback.
- VIBRATION: Set ON for DUALSHOCK™ or DUALSHOCK™2 analog controller vibration in response to player moves. This greatly enhances your play experience. The Analog Mode Switch setting (red LED on/off) does not affect controller vibration.

SAVING AND LOADING

This game allows you to save game data on or load game data from memory cards for PlayStation®2 (8 MB).

To save or load, first select "Option" from the Mode Select screen.

SAVING GAME DATA

Select "Save" from the Option screen to save data for the current game on a memory card for PlayStation®2 (8 MB). At least 230KB of free memory is required to save a game. You can save the top five records for each event, the number of medals won, and any settings modified in the Option screen.

Note: if there is less than 230 KB of free memory space on the Memory Card, you must delete unnecessary data before saving.

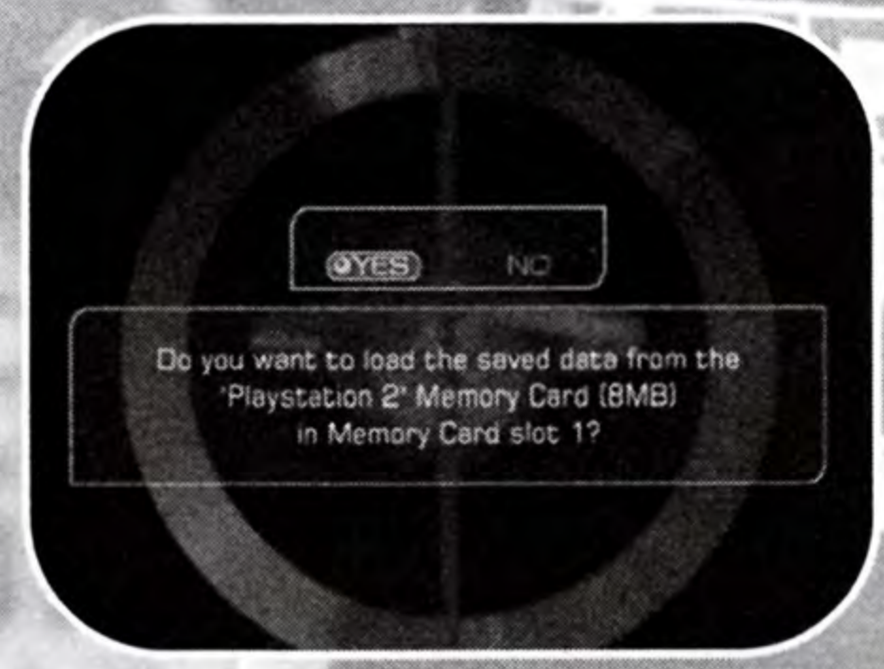
LOADING GAME DATA

Select "Load" from the Option screen to load data for a game from a memory card for PlayStation®2(8 MB).

If a memory card for PlayStation®2(8 MB) containing data for a saved game is inserted in Memory Card Slot 1 at startup, the game data will be loaded automatically.

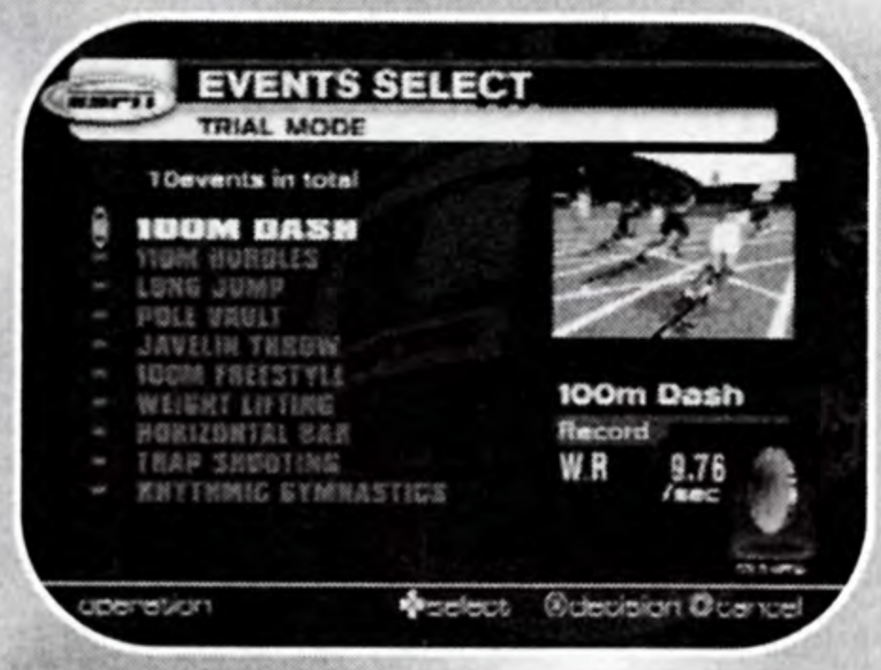
If the memory card for PlayStation®2 is removed during the game, you must reload the data using "Load."

Caution: Never remove a memory card for PlayStation®2 (8 MB) or shut off the power on the console during a save or load process, since data could be permanently lost.



CHAMPIONSHIP MODE

In Championship Mode you can select from 10 different events. Choose "Championship Mode" from the Mode Select screen to begin.

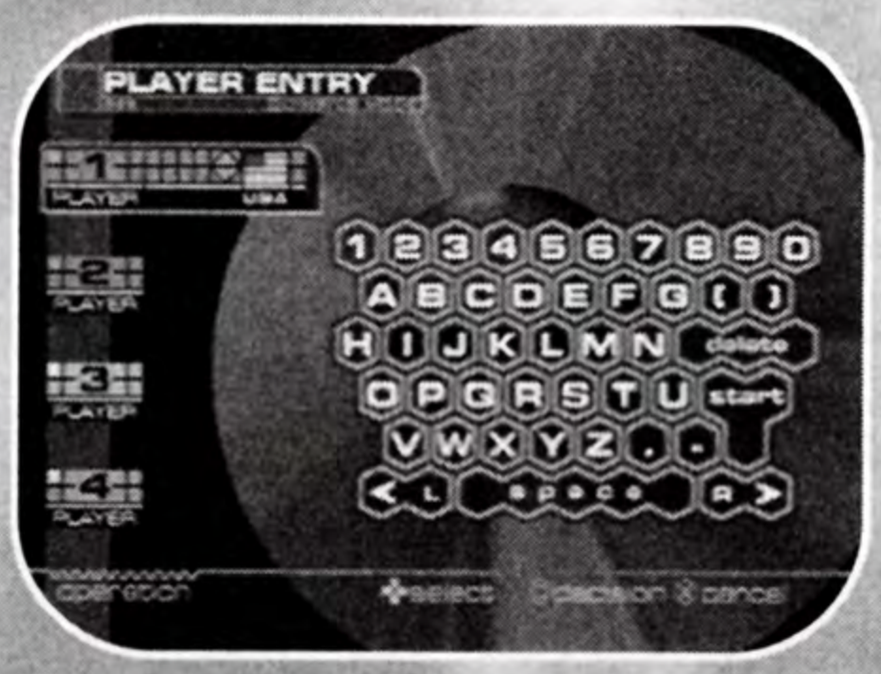


EVENT SELECTION

Use the Directional buttons to select an event, and press the X button to enter it. Refer to pages 12-21 for descriptions of and controls for individual events.

PLAYER ENTRY

When only one player is competing, entry is automatic. When more than one player is competing, all players must press START or the ● button on their controllers to register their entry.



COUNTRY ENTRY

Select a country with the Directional buttons and enter your selection with START or the ● button.

NAME ENTRY

Enter the name you'll use in the event. Select letters on the character grid with the Directional buttons and enter them with the ● button. When your name is complete, confirm it by pressing the ● button.

If you don't want to go through a complete name entry, press START.

STARTING THE EVENT

When all players have completed registration, press the ● button to start the event.

TUTORIAL

A tutorial plays before each event, demonstrating the event controls. During the event, you can review the controls from the Pause menu (see page 11). If you're already familiar with the controls, press START to skip the tutorial.

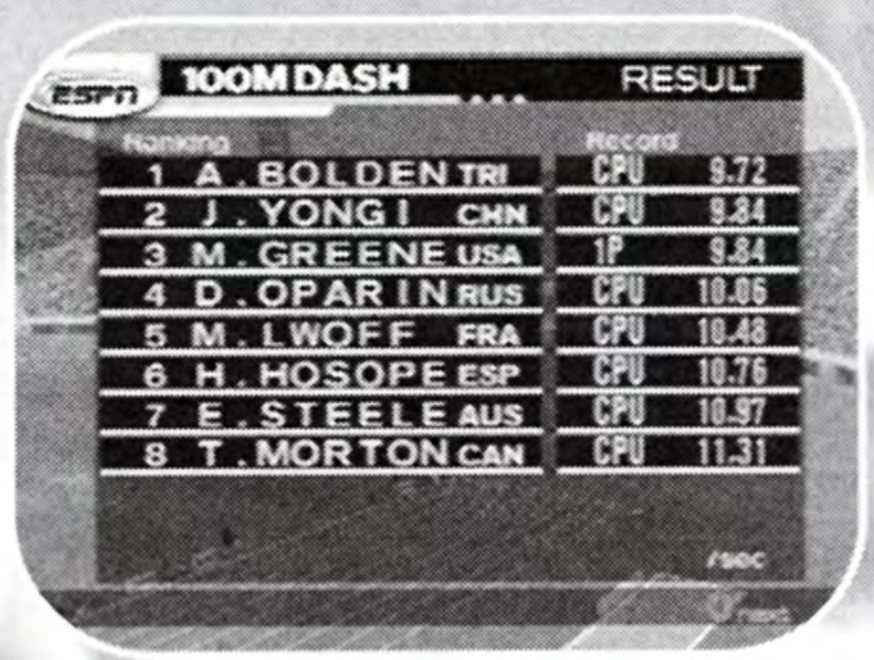
FOULS

A player is disqualified after accumulating either two or three fouls, depending on the event. Conditions for being assessed fouls differ by event.

GAME SCREENS

REPLAY

The Replay screen is displayed after you exit the Results screen. You can skip the replay by pressing the ● button.


100M DASH
RESULT
Ranking
Record
1 A. BOLDEN TRI CPU 9.72
2 J. YONGI CHN CPU 9.84
3 M. GREENE USA 1P 9.84
4 D. OPARIN RUS CPU 10.06
5 M. LWOFF FRA CPU 10.48
6 H. HOSOPE ESP CPU 10.76
7 E. STEELE AUS CPU 10.97
8 T. MORTON CAN CPU 11.31

RESULTS

The scores and overall rankings are shown at the end of each event. Skip this screen by pressing the ● button.

CONTINUE

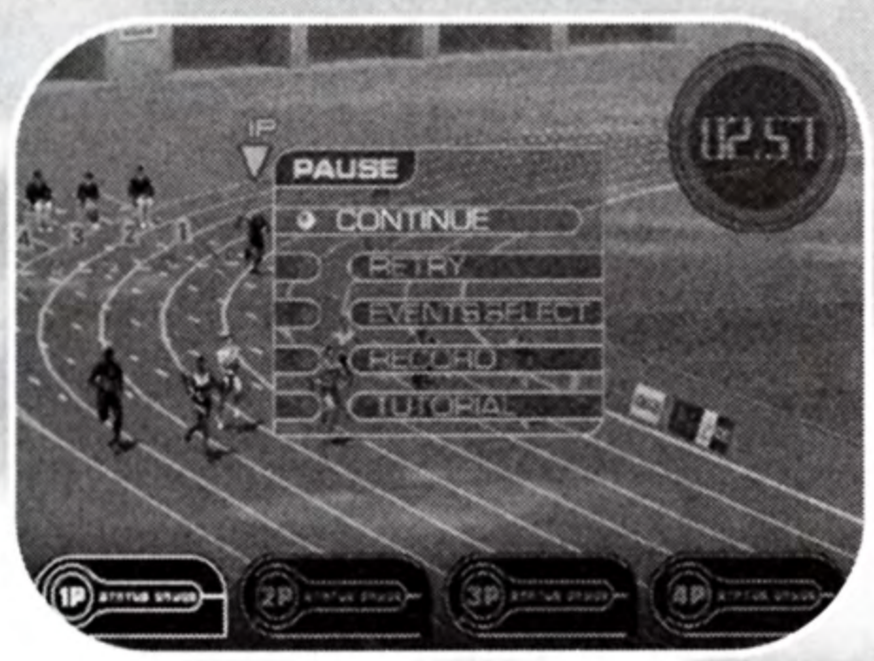
When the Continue screen appears, use the Directional buttons to select an option and press the ● button to enter your selection.

- CONTINUE: Restart the event from the beginning.
- EVENT SELECT: Return to the Event Select screen. If you finished in the top five during an Championship Mode event, the Save screen will be displayed for saving the results of the just-completed event. See page 8 for details on saving.
- QUIT: Exit the event and return to the Mode Select screen.

PAUSING A GAME

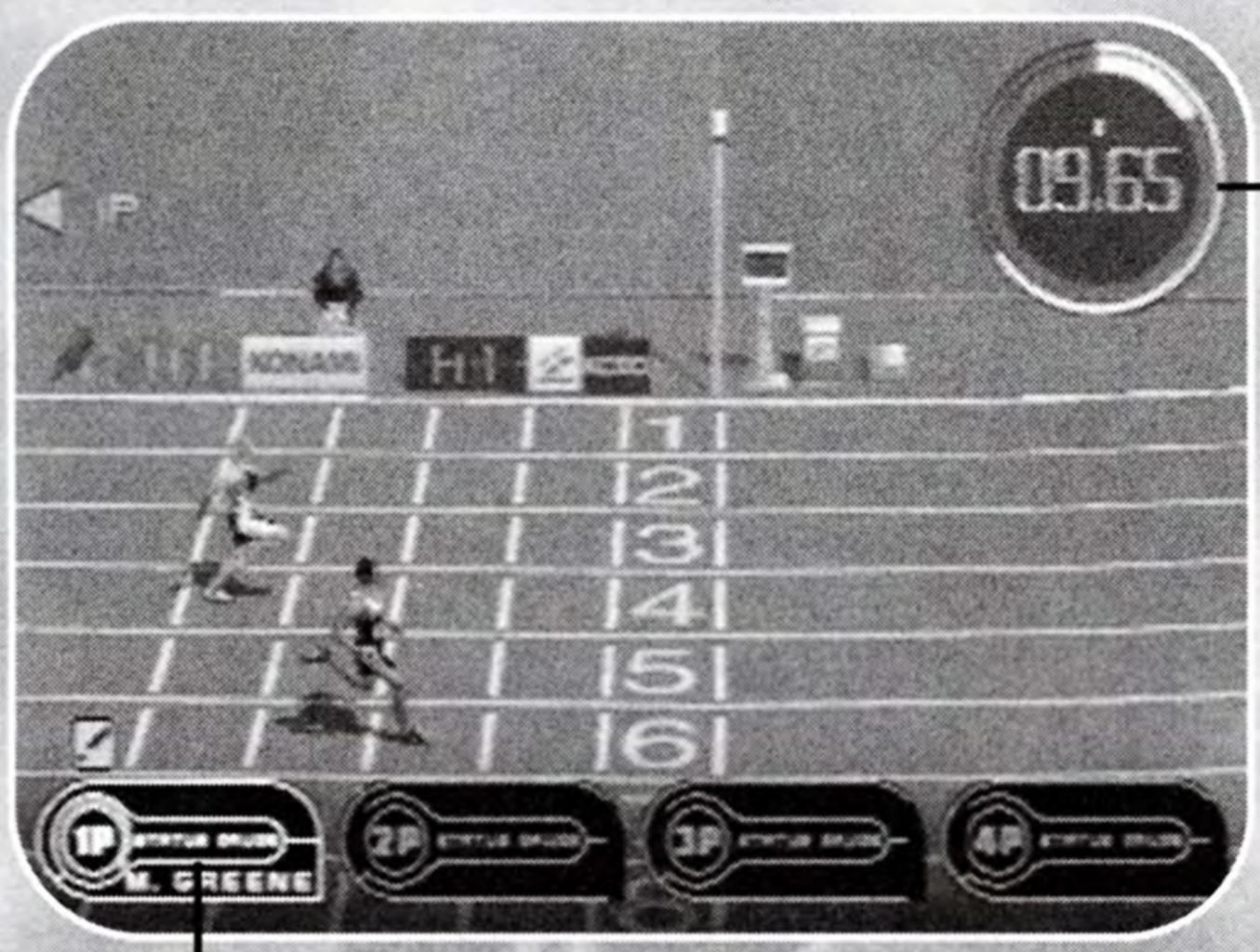
Press START during an event to pause the action and display the Pause Menu.

You can then choose one of the following options by pressing the Directional button ↑/↓ to select and then pressing the ■ Button:



- CONTINUE: Return to the current event.
- RETRY: Restart the current event from the beginning.
- EVENT SELECT: Return to the Event Select screen.
- RECORDS: View player records.
- TUTORIAL: Review the controls for operating the event.

100M DASH



EVENTS

RULES

Compete for the best time in the 100 meter dash. Starting before the signal results in a false start (fouls). A sprinter who accumulates two false starts is disqualified.

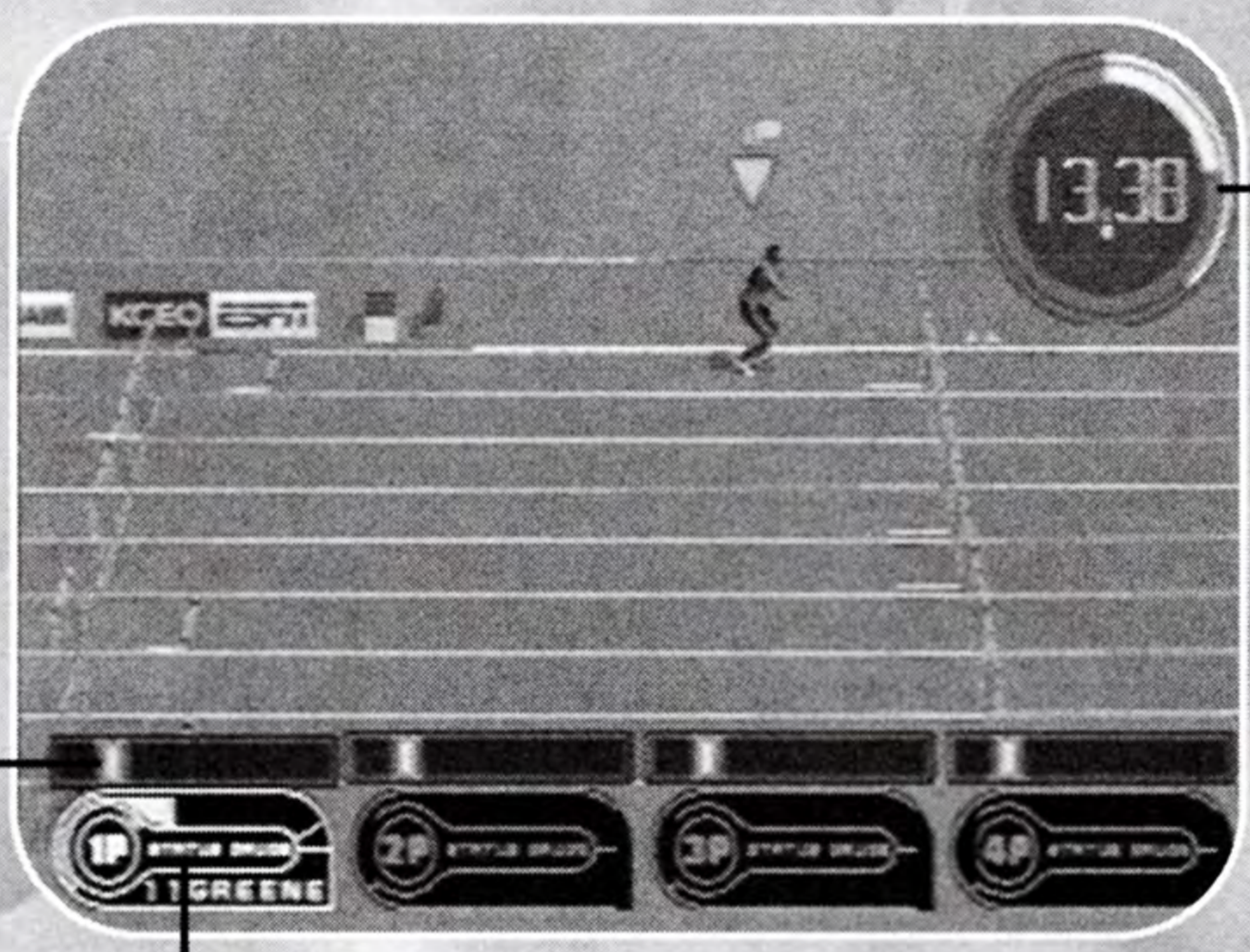
MULTI-PLAYER GAMES

With two or more players, sprinters race simultaneously.

CONTROLS

- At the signal, rapidly tap the Power buttons (■ or X + ▲ or ●) back and forth to start your athlete running.
- The faster you press the buttons, the faster your athlete will run.

110M HURDLES



EVENTS

RULES

Compete for the best time in the 110 meter hurdles. Starting before the signal results in a false start (foul). A sprinter who accumulates two false starts is disqualified.

MULTI-PLAYER GAMES

With two or more players, sprinters race simultaneously.

CONTROLS

- At the signal, rapidly tap the Power buttons (■ or X + ▲ or ●) back and forth to start your athlete running.
- The faster you press the buttons, the faster your athlete will run.
- Tap the Action button (L1 or L2) to jump over hurdles. For best results, press the Action button when the timing cursor just reaches the OK line.

LONG JUMP

EVENTS

RULES

Compete for the best distance in the long jump. You are allowed three attempts. A foul is assessed if the athlete's foot crosses the line on takeoff.

MULTI-PLAYER GAMES

With two or more players, athletes take turns jumping.

CONTROLS

- Rapidly tap the Power buttons (■ or X + ▲ or ●) back and forth to start your athlete running. You must do this within 10 seconds of the start of the event.
- Press and hold the Action button (L1 or L2) at the line to begin your jump. As you continue holding the button, the angle gauge begins to rise.
- Release the Action button at the desired angle to complete the jump.

POLE VAULT

RULES

Compete to successfully clear the highest bar in the pole vault. You are allowed three attempts. Knocking the bar off during a vault results in a foul.

MULTI-PLAYER GAMES

With two or more players, athletes take turns vaulting.

CONTROLS

- Use the Directional buttons to set the bar height.
- Rapidly tap the Power buttons (■ or X + ▲ or ●) back and forth to start your athlete running. You must do this within 10 seconds of the start of the event.
- Takeoff is automatic. As the pole begins to bend, the cursor will rise. Press the Action button (L1 or L2) to vault over the bar. For best results, press the Action button when the cursor falls within the OK zone.
- At this point, the cursor will begin to rotate and fall. Press the Action button to recover, timing it so the cursor stops within the OK zone.

JAVELIN THROW

EVENTS

RULES

Compete for the best throwing distance in the javelin throw. You are allowed three attempts. A foul is assessed if the athlete's foot crosses the line.

MULTI-PLAYER GAMES

With two or more players, athletes take turns throwing the javelin.

CONTROLS

- Rapidly tap the Power buttons (■ or X + ▲ or ●) back and forth to start your athlete running. You must do this within 10 seconds of the start of the event.
- Continue tapping the Power buttons to build up power.
- Press the Directional button ↓ to adjust the throwing angle.
- When the desired angle is reached, press the Directional button ↑ to release the javelin.

100M FREESTYLE

Time

Power Gauge

RULES

Compete for the best time in the 100 meter freestyle. Starting before the signal results in a false start (foul). A swimmer who accumulates two false starts is disqualified.

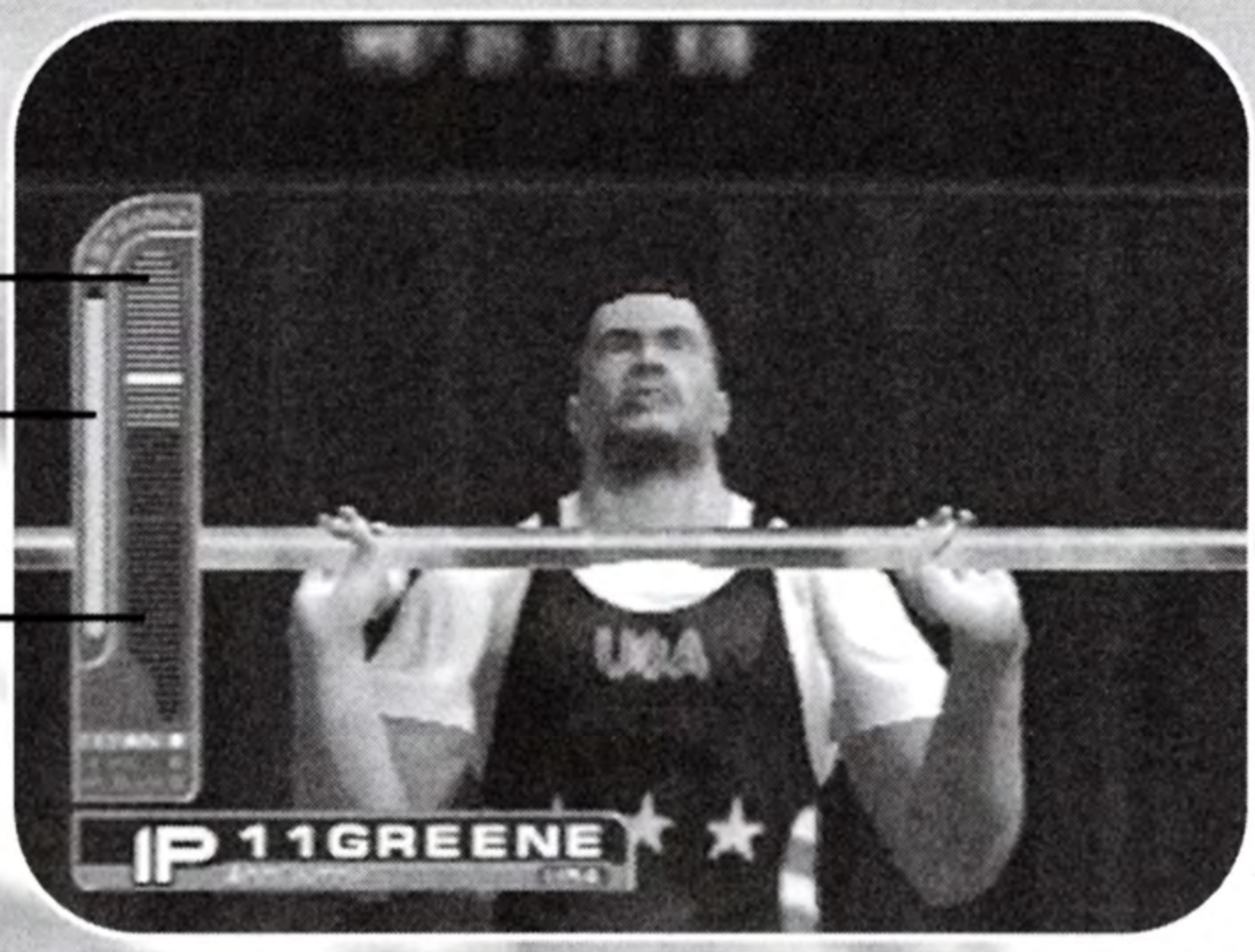
MULTI-PLAYER GAMES

With two or more players, swimmers compete simultaneously.

CONTROLS

- At the signal, rapidly tap the Swim buttons (L1 or L2 + R1 or R2) back and forth to dive and start your athlete swimming.
- The faster you tap the Swim buttons, the faster your athlete swims.
- Turns are automatic.

WEIGHT LIFTING



EVENTS

RULES

Compete to successfully lift the heaviest barbell in weightlifting. You are allowed three attempts. A foul is assessed if the athlete runs out of stamina or fails to hold the lift for the required three seconds.

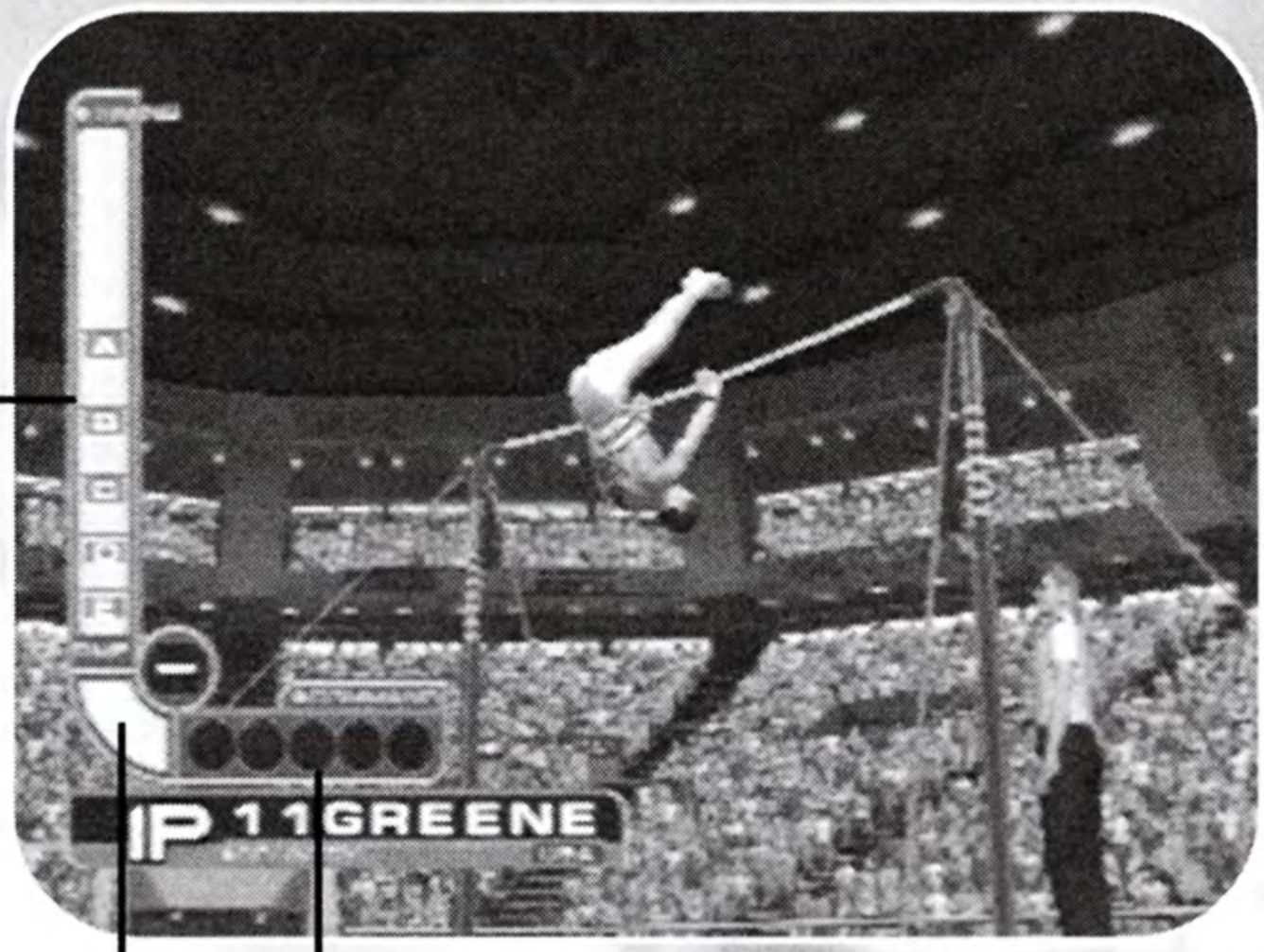
MULTI-PLAYER GAMES

With two or more players, athletes take turns lifting the barbell.

CONTROLS

- Use the Directional buttons to set the weight of the barbell.
- Press the Action button (L1 or L2) to begin the attempt.
- When the cursor enters the OK zone, press the Action button again to lift the barbell.
- Rapidly tap the Power buttons (■ or X + ▲ or ●) back and forth to increase the level in the power gauge. At the moment the cursor enters the OK zone, press the Action button to lift the barbell all the way up.
- The lift is successful if you can keep the cursor in the OK zone for three seconds (by rapidly tapping the Power buttons).

HORIZONTAL BAR



RULES
Compete to deliver the most graceful performance on the horizontal bar.

MULTI-PLAYER GAMES
With two or more players, athletes take turns competing.

CONTROLS

- Press the Action button (L1 or L2) to begin the event.
- Try to stop the timing gauge by pressing the Action button again at the right time.
- Commands will be displayed. Use the Directional buttons to enter commands within the time limit to perform the event. You can also enter commands by pressing these buttons: ▲ (↑), X (↓), ■ (←), ● (→).
- During each event, two to three maneuvers will be repeated eight times.

TRAP SHOOTING

EVENTS

RULES

Compete for the highest score in trap shooting. Higher scores are given for hitting the targets more quickly. The total score for all targets is recorded.

MULTI-PLAYER GAMES

With two or more players, athletes take turns shooting.

CONTROLS

- Select "Normal" or "Reverse" controls.
  - With "Normal" controls, press the Directional button ↑ to raise the cursor.
  - With "Reverse" controls, press the Directional button ↓ to raise the cursor.
- Press the Action button (L1 or L2) to launch the clay pigeons.
- Press the Directional buttons to move the cursor onto a target, and press the Action button to fire.

RHYTHMIC GYMNASTICS

EVENTS

RULES

Compete for the highest score in rhythmic gymnastics.

MULTI-PLAYER GAMES

With two or more players, gymnasts take turns competing.

CONTROLS

- Select a music track to determine the level of difficulty.
- Press the Action button (L1 or L2) to begin the event.
- Arrows appear in time with the music. When an arrow overlaps another arrow in the step zone, pointing in the same direction, press the corresponding Directional button. You can also enter commands by pressing these buttons: ▲ (↑), X (↓), ■ (←), ● (→).

NOTES

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If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687.

Konami of America, Inc.
1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)
* $0.95 per minute charge
* $1.25 per minute support from a game counselor
* Touch tone phone required
* Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.

Coming soon to the PlayStation®2 computer entertainment system from ESPN the games™

winter Games snowboarding

THE WAY SNOWBOARDING IS SUPPOSED TO BE

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